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Application No: 10/500,550  
Attorney's Docket No: NL 020004**CLAIM AMENDMENTS**

This listing of claims will replace all prior versions and listings of claims in the application.

**Listing of Claims**

1. (Currently amended) A method of scaling a three-dimensional model ~~(100)~~ representing a three-dimensional scene, into a scaled three-dimensional model ~~(108)~~ in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model ~~(100)~~, ~~characterized in that~~ wherein scaling is based on properties of human visual perception of the viewer and wherein a first one of said properties of human visual perception is sensitivity to a discontinuity in the three-dimensional model in a dimension related to depth.

2. (Canceled)

3. (Currently amended) A method as claimed in Claim 1, ~~characterized in that~~ wherein a second one ~~of the~~ of said properties of human visual perception is sensitivity to a difference of luminance values between neighboring pixels of a two-dimensional view ~~(312)~~ of the three-dimensional model ~~(100)~~.

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4. (Currently amended) A method as claimed in Claim 1, ~~characterized in that~~ wherein a third one ~~of the~~ of said properties of human visual perception is sensitivity to a difference of color values between neighboring pixels of a two-dimensional view (312) of the three-dimensional model (100).

5. (Currently amended) A method as claimed in ~~Claim 2~~ Claim 1, ~~characterized in that the method comprises a discontinuity detection step to detect~~ comprising:

- detecting a C<sub>0</sub>-discontinuity (109-113) in the three-dimensional model (100) in the dimension which is related with depth.

6. (Currently amended) A method ~~as claimed in Claim 3, characterized in that the method comprises of scaling a three-dimensional model representing a three-dimensional scene, into a scaled three-dimensional model in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model, comprising:~~

— ~~a luminance contrast detection step to determine~~ determining a particular luminance contrast value of a particular pixel with a neighboring pixel, with the particular pixel belonging to a two-dimensional image (312) which is a view of the three-dimensional model; and

— ~~a luminance contrast dependent scaling step to scale~~ scaling a depth value of an element which corresponds with the particular pixel on basis of the particular luminance contrast value,

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wherein a second one of said properties of human visual perception is sensitivity to a difference of luminance values between neighboring pixels of a two-dimensional view of the three-dimensional model.

7. (Currently amended) A method ~~as claimed in Claim 4, characterized in that the method~~ comprises of scaling a three-dimensional model representing a three-dimensional scene, into a scaled three-dimensional model in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model, comprising:

~~— a color difference detection step to determine~~ determining a particular color difference value of a particular pixel with a neighboring pixel, with the particular pixel belonging to a two-dimensional image ~~(312)~~ which is a view of the three-dimensional model; and

~~— a color difference dependent scaling step to scale~~ scaling a depth value of an element which corresponds with the particular pixel on basis of the particular color difference value,

wherein a third one of said properties of human visual perception is sensitivity to a difference of color values between neighboring pixels of a two-dimensional view of the three-dimensional model.

8. (Currently amended) A method as claimed in Claim 1, ~~characterized in that the method~~ comprises comprising:

- ~~a range detection step to estimate~~ estimating a range of depth values in a portion of the three-dimensional model in the dimension which is related with depth; and

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- ~~a comparison step to compare~~ comparing the range of depth values with an output range of depth values.

9. (Currently amended) A scaling unit ~~(200, 201, 203, 300)~~ for scaling a three-dimensional model ~~(100)~~ into a scaled three-dimensional model ~~(108)~~ in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model, characterized in that the scaling unit ~~(200, 201, 203, 300)~~ is designed to scale on the basis of properties of human visual perception of the viewer wherein one of said properties of human visual perception is sensitivity to a discontinuity in the three-dimensional model in a dimension related to depth.

10. (Currently amended) An image display apparatus ~~(400)~~ comprising:

- receiving means ~~(402)~~ for receiving a signal representing a three-dimensional model ~~(100)~~;

- a scaling unit ~~(404)~~ for scaling the three-dimensional model ~~(100)~~ into a scaled three-dimensional model ~~(108)~~ in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model; and

- display means ~~(406)~~ for visualizing a view of the scaled three-dimensional model ~~(108)~~,  
characterized in that

wherein the scaling unit ~~(404)~~ is designed to scale on the basis of properties of human visual perception of the viewer and one of said properties of human visual perception is sensitivity to a discontinuity in the three-dimensional model in a dimension related to depth.